

Hong Samud

Hebeloma

CHARACTER
Human (Tian-Sing) medium male
RACE & LA SIZE GENDER
45 Lawful Good Qi Zhong
AGE ALIGNMENT DEITY

PLAYER
5'4" 120 lbs black dk brown swarthy
HEIGHT WEIGHT HAIR EYES SKIN
Atas Pulu, Wandering Isles, Minata, Tian Xia
HOMELAND & BACKGROUND OCCUPATION



Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012

LANGUAGES: Minatan, Tien, Common, Vudrani, Osironi, Azlanti, Kelish

Table with columns: ABILITY SCORE, TOTAL, MOD, BASE, ENHANCE, MISC, TEMP. Rows for STR, DEX, CON, INT, WIS, CHA.

HITPOINTS and CLASS RECORDER tables. HITPOINTS shows current HP 7, HP GAINED 6, HD 1. CLASS RECORDER shows Librarian class with BAB 0, SKILL 8, FC HPS 1, FORT 0, REF 0, WILL 2, LEVELS 1.

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

SKILLS RANKS TOTAL 8

ATTACKS & DEFENSE table. Rows for AC 14, TOUCH 14, FLAT-FOOT 14. Columns for ARMOR CLASS, TOTAL, ARMOR, SHIELD, DEX, SIZE, DODGE, NATURAL, DEFLECT, MISC, TEMP.

SKILLS table. Lists skills like ACROBATICS, APPRAISE, BLUFF, CLIMB, CRAFT, DIPLOMACY, DISGUISE, ESCAPE ARTIST, FLY, HANDLE ANIMAL, HEAL, INTIMIDATE, KN, LINGUISTICS, PERCEPTION, PERFORM, PROF, RIDE, SENSE MOTIVE, SLEIGHT OF HAND, SPELLCRAFT, STEALTH, SURVIVAL, SWIM, USE MAGIC DEVICE.



SAVING THROWS table. Rows for FORT 0, REF 0, WILL 4. Columns for TOTAL, CLASS BASE, ABILITY, ENHANCE, MISC, TEMP.

ATTACKS table. Rows for MELEE, RANGED, CMB, CMD. Columns for TOTAL, BASE ATTACK BONUS, TEMP, ABILITY, SIZE, MISC.

FEATS & FEATURES CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Class: Librarian HD: d6; skills: 2 + Int Mod Race: Human; Medium; +1 skill/lvl
Armor Prof: None; Weapon Prof: club, dagger, staff
Faction: Community of Librarians
Arcane Bond: Library Card; Arcane School: Divination
Library Privileges: Research +1/+2/+3; Guests 0
Dissertation: Linguistics
Feat: Scribe Scroll
Clever Defense (Ex) + Int Mod to AC
Skill Focus (Knowledge) +3

MARK A [ ] TO SHOW A CLASS SKILL. CLASS SKILLS WITH RANKS GAIN A +3 TRAINED BONUS. \* SKILL CAN BE USED UNTRAINED \* ARMOR CHECK PENALTY APPLIES

EXPERIENCE SLOW [ ] MEDIUM [x] FAST [ ] 0 / 2,000

SPEED, INIT, HERO, SR, DR, RESISTANCES, POOL POINTS

ARMOR & WEAPONS

Table for ARMOR & WEAPONS with columns: ARMOR NAME & DESCRIPTION, AC BONUS, MAX DEX, PENALTY, SPELL FAIL, TYPE, WEIGHT.

Table for WEAPONS with columns: WEAPON NAME & DESCRIPTION, ATTACK MODIFIERS, DAMAGE, CRITICAL, RANGE, TYPE, WEIGHT, AMMO & NOTES.



**SPELLS PER DAY**

CLASS  LEVEL

| SAVE DC | LEVEL | TOTAL | CLASS | ABILITY BONUS | MISC | SPELLS KNOWN |
|---------|-------|-------|-------|---------------|------|--------------|
| 14      | 0     | 4     | 4     |               |      |              |
| 15      | 1st   | 3     | 2     | 1             |      |              |
|         | 2nd   |       |       | 1             |      |              |
|         | 3rd   |       |       | 1             |      |              |
|         | 4th   |       |       | 1             |      |              |
|         | 5th   |       |       |               |      |              |
|         | 6th   |       |       |               |      |              |
|         | 7th   |       |       |               |      |              |
|         | 8th   |       |       |               |      |              |
|         | 9th   |       |       |               |      |              |

CLOSE: 25FT + 5FT / 2 LVL  MEDIUM: 100FT + 10FT / LVL  LONG: 400FT + 40FT / LVL

| TOTAL | CLASS | ABILITY | OTHER | CURRENT POINTS |
|-------|-------|---------|-------|----------------|
| 0     |       |         |       |                |

**BLOODLINES & PATRONS**

BLOODLINE/PATRON   
BLOODLINE/PATRON

**DOMAINS**

DOMAIN   
SUBDOMAIN   
DOMAIN   
SUBDOMAIN   
DOMAIN   
SUBDOMAIN

**WIZARD SPECIALITY SCHOOL**

SPECIALITY   
FOCUSED   
PROHIBITED   
PROHIBITED

**SPELLS PER DAY**

CLASS  LEVEL

| SAVE DC | LEVEL | TOTAL | CLASS | ABILITY BONUS | MISC | SPELLS KNOWN |
|---------|-------|-------|-------|---------------|------|--------------|
|         | 0     |       |       |               |      |              |
|         | 1st   |       |       |               |      |              |
|         | 2nd   |       |       |               |      |              |
|         | 3rd   |       |       |               |      |              |
|         | 4th   |       |       |               |      |              |
|         | 5th   |       |       |               |      |              |
|         | 6th   |       |       |               |      |              |
|         | 7th   |       |       |               |      |              |
|         | 8th   |       |       |               |      |              |
|         | 9th   |       |       |               |      |              |

CLOSE: 25FT + 5FT / 2 LVL  MEDIUM: 100FT + 10FT / LVL  LONG: 400FT + 40FT / LVL

| TOTAL | CLASS | ABILITY | OTHER | CURRENT POINTS |
|-------|-------|---------|-------|----------------|
| 0     |       |         |       |                |

**SPELLS**

| LEVEL | PREP | USED | NAME & DESCRIPTION   | SCHOOL     | DURATION   | RANGE    | SAVE | SR  | REFERENCE |
|-------|------|------|--|------------|------------|----------|------|-----|-----------|
| 0     |      |      | Detect Magic - Detects all spells and magic items within 60 ft.                              | Divination | 1 min/lvl  | 60'      | none | no  | PRG:CRB   |
| 0     |      |      | Detect Poison - Detects poison in one creature or small object.                              | Divination | instant    | close    | none | no  | PRG:CRB   |
| 0     |      |      | Detect Psychic Significance - Find psychically charged items.                                | Divination | instant    | 40'      | none | no  | PRG:OA    |
| 0     |      |      | Enhanced Diplomacy - Touched creature gains +2 on one Diplomacy or Intimidate check.         | Divination | 1 min      | touch    | will | yes | PC:TEoG   |
| 0     |      |      | Grasp - Reroll failed Climb check at -2.   | Divination | instant    | touch    | fort | yes | PPC:HotD  |
| 0     |      |      | Know Direction - You discern north.  | Divination | instant    | personal | none | no  | PRG:CRB   |
| 0     |      |      | Guidance - Touched creature gains +1 on one attack roll, saving throw, or skill check.       | Divination | 1 min      | touch    | will | yes | PRG:CRB   |
| 0     |      |      | Read Magic - Read scrolls and spellbooks.  | Divination | 10 min/lvl | personal | none | no  | PRG:CRB   |
| 0     |      |      | Sift - See area as though examining it.  | Divination | instant    | 30'      | none | no  | PRG:APG   |
| 1     |      |      | Detect Aberration - Reveals presence of aberrations.   | Divination | 10 min/lvl | long     | none | no  | PRG:APG   |
| 1     |      |      | Detect Animals or Plants - Detects kinds of animals or plants.                               | Divination | 10 min/lvl | long     | none | no  | PRG:CRB   |
| 1     |      |      | Detect Charm - Detect each charm, compulsion, and possession of all creatures in area.       | Divination | 1 min/lvl  | 60'      | none | no  | PC:ASL    |
| 1     |      |      | Detect Evil/Good/Chaos/Law - Reveals creatures, spells, or objects of selected alignment.    | Divination | 10 min/lvl | 60'      | none | no  | PRG:CRB   |
| 1     |      |      | Detect Metal - Detect any metal objects or creatures within a 60-foot cone.                  | Divination | 1 min/lvl  | 60'      | none | no  | PPC:PotR  |
| 1     |      |      | Detect Radiation - Detect radiation in the surrounding area.                                 | Divination | 10 min/lvl | 120'     | none | no  | PCS:TG    |
| 1     |      |      | Detect Secret Doors - Reveals hidden doors within 60 ft.                                     | Divination | 1 min/lvl  | 60'      | none | no  | PRG:CRB   |
| 1     |      |      | Detect Snares and Pits - Reveals natural or primitive traps.                                 | Divination | 10 min/lvl | 60'      | none | no  | PRG:CRB   |
| 1     |      |      | Detect the Faithful - Detect other worshipers of your deity.                                 | Divination | 1 min/lvl  | 60'      | none | no  | PC:TEoG   |
| 1     |      |      | Detect Undead - Reveals undead within 60 ft.   | Divination | 1 min/lvl  | 60'      | none | no  | PRG:CRB   |
| 1     |      |      | See Alignment - In your sight, creatures and items of one alignment emit a ghostly radiance. | Divination | 1 rnd/lvl  | personal | none | no  | PRG:UC    |
| 1     |      |      | Comprehend Languages - You understand all spoken and written languages.                      | Divination | 10 min/lvl | personal | none | no  | PRG:CRB   |
| 1     |      |      | Cultural Adaptation - Adapt to fit the local culture.  | Divination | 10 min/lvl | personal | none | no  | PRG:UI    |
| 1     |      |      | Identify Gives - +10 bonus to identify magic items.  | Divination | 3 rnd/lvl  | close    | none | no  | PRG:CRB   |
| 1     |      |      | Mind Thrust I - Mentally deal 1d6 points of damage per level.                                | Divination | instant    | close    | will | yes | PRG:OA    |
| 1     |      |      | Share Language - Subject understands chosen language.  | Divination | 24 hrs     | touch    | will | yes | PRG:APG   |
| 1     |      |      | Object Reading - Read psychic impressions left on an object.                                 | Divination | 1 rnd/lvl  | touch    | none | no  | PRG:OA    |
| 1     |      |      | Tap Inner Beauty - +2 on all Charisma ability checks and Charisma-based skill checks.        | Divination | 1 min/lvl  | personal | none | no  | PCS:ISG   |